

VERTICAL MANEUVERS		EXTREME TURN	TURN	FORWARD	NOTES
POWER CLIMB	+2 Alt ↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	• May not Climb if prior turn was stall
CLIMB	+1 Alt ↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	
LEVEL FLIGHT	→	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	• May add one (+1) hex forward at move end
DIVE	-1 Alt ↓	-2, -1, (N)	-1, N, +1	N, +1, +2	
POWER DIVE	-2 Alt ↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	• Check Special Dive Recovery in next move *Automatic Out-of-Control
STEEP DIVE	-3 Alt ↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	

HORIZONTAL MANEUVERS		L4	L3	L2	L1	↶	↑	↷	R1	R2	R3	R4
ME 262	SPEED											
	6											
	5											
	4											
	3											
	2											
	1											

SPECIAL MANEUVERS		SPEED CHANGE	MAX. INITIAL SPEED	NOTES
POWER IMMELMANN	+2 Alt ↶	-5 or -4	5	120° Left 180° 120° Right
IMMELMANN	+1 Alt ↶	-3 or -2	4	
SPLIT-S	-1 Alt ↶	-2, -1, (N)	3	
POWER SPLIT-S	-2 Alt ↶	-1, N, +1	4	
STEEP SPLIT-S	-3 Alt ↶	N, +1, +2	5	Check for Special Dive Recovery before next move.
STALL		-1	1	Check for Out of Control before next move.

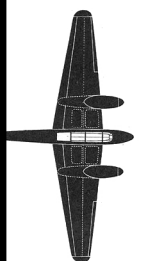
○ = Not possible if at maximum speed.

VERTICAL MANEUVERS			EXTREME TURN	TURN	FORWARD	NOTES
CLIMB	+1 Alt	↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
LEVEL FLIGHT		→	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt	↓	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt	↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	
STEEP DIVE	-3 Alt	↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check <i>Special Dive Recovery</i> in next move *Automatic Out-of-Control

HORIZONTAL MANEUVERS			L4	L3	L2	L1	↶	↑	↷	R1	R2	R3	R4
A JU-87 STUKA 	SPEED												
	3												
	2												
	1												

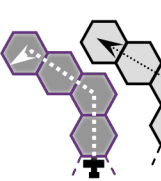
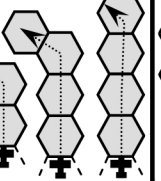
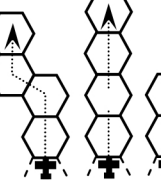
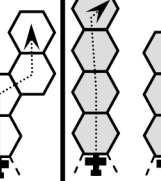
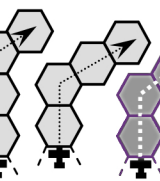
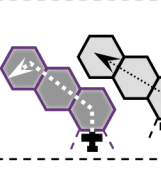
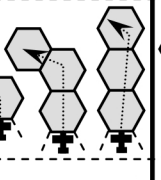
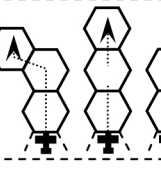
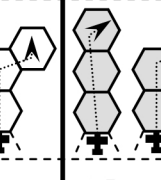
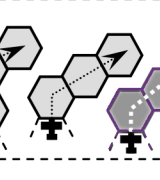
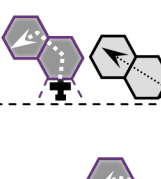
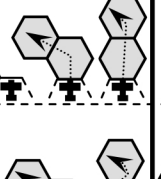
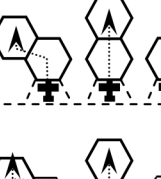
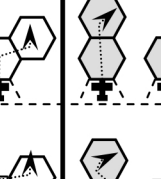
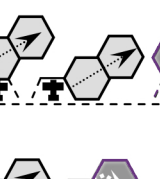
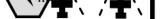
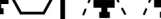
SPECIAL MANEUVERS			SPEED CHANGE	MAX. INITIAL SPEED	NOTES
SPLIT-S	-1 Alt	↶	-2, -1, (N)		Special maneuvers cannot be executed while the aircraft is loaded. 120° Left  180°  120° Right 
POWER SPLIT-S	-2 Alt		-1, N, +1		
STEEP SPLIT-S	-3 Alt		N, +1, +2		
STALL			-1	1	Check for Out of Control before next move. ○ = Not possible if at maximum speed.

VERTICAL MANEUVERS			EXTREME TURN	TURN	FORWARD	NOTES
POWER CLIMB	+2 Alt	↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	
CLIMB	+1 Alt	↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
LEVEL FLIGHT		→	-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt	↓	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt	↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	
STEEP DIVE	-3 Alt	↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check <i>Special Dive Recovery</i> in next move *Automatic Out-of-Control

HORIZONTAL MANEUVERS			L4	L3	L2	L1	↶	↑	↷	R1	R2	R3	R4
C ME-110C 	SPEED												
	4												
	3												
	2												
	1												

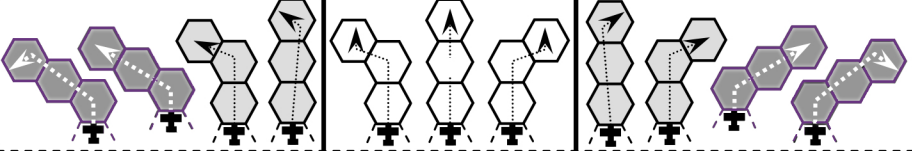
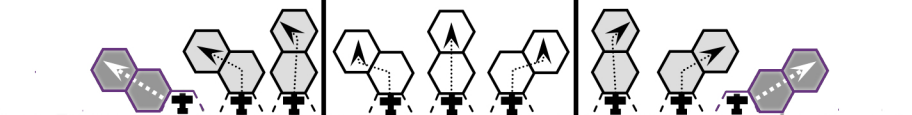
SPECIAL MANEUVERS			SPEED CHANGE	MAX. INITIAL SPEED	NOTES
POWER IMMELMANN	+2 Alt	↶	-5 or -4		120° Left  180°  120° Right 
IMMELMANN	+1 Alt		-3 or -2	4	
SPLIT-S	-1 Alt		-2, -1, (N)	3	
POWER SPLIT-S	-2 Alt	↶	-1, N, +1	4	Check for Special Dive Recovery before next move.
STEEP SPLIT-S	-3 Alt		N, +1, +2		
STALL			-1	1	Check for Out of Control before next move. ○ = Not possible if at maximum speed.

VERTICAL MANEUVERS		EXTREME TURN	TURN	FORWARD	NOTES
POWER CLIMB	+2 Alt 	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	• May not Climb if prior turn was stall
CLIMB	+1 Alt 	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	
LEVEL FLIGHT		-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt 	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt 	-1, N, +1	N, +1, +2	N, +1, +2, +3	• Check Special Dive Recovery in next move *Automatic Out-of-Control
STEEP DIVE	-3 Alt 	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	

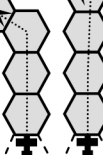
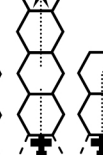
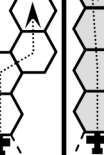
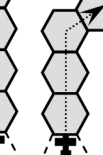
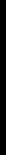
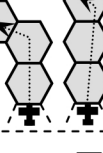
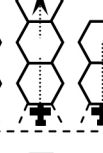
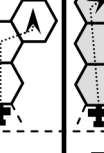
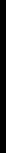
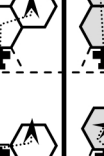
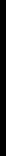
HORIZONTAL MANEUVERS		L4	L3	L2	L1				R1	R2	R3	R4	
 SPITFIRE MKI/II	SPEED												
	4												
	3												
	2												
	1												

SPECIAL MANEUVERS		SPEED CHANGE	MAX. INITIAL SPEED	NOTES
POWER IMMELMANN	+2 Alt 	-5 or -4		  
IMMELMANN	+1 Alt	-3 or -2		
SPLIT-S	-1 Alt	-2, -1, (N)		
POWER SPLIT-S	-2 Alt 	-1, N, +1		Check for Special Dive Recovery before next move.
STEEP SPLIT-S	-3 Alt	N, +1, +2		
STALL		-1	1	Check for Out of Control before next move. ○ = Not possible if at maximum speed.

VERTICAL MANEUVERS		EXTREME TURN	TURN	FORWARD	NOTES
CLIMB	+1 Alt 	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
LEVEL FLIGHT		-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt 	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt 	-1, N, +1	N, +1, +2	N, +1, +2, +3	• Check Special Dive Recovery in next move *Automatic Out-of-Control
STEEP DIVE	-3 Alt 	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	

HORIZONTAL MANEUVERS		L4	L3	L2	L1				R1	R2	R3	R4	
 HE-111 FIAT BR.20 DO 17 BLENHEIM 	SPEED												
	3												
	2												
	1												
SPECIAL MANEUVERS		SPEED CHANGE	MAX. INITIAL SPEED	NOTES									
SPLIT-S	-1 Alt		-2, -1, (N)	3	Special maneuvers cannot be executed while the aircraft is loaded. Check for Special Dive Recovery before next move. Check for Out of Control before next move.  ○ = Not possible if at maximum speed.								
POWER SPLIT-S	-2 Alt		-1, N, +1										
STEEP SPLIT-S	-3 Alt		N, +1, +2										
STALL			-1	1									

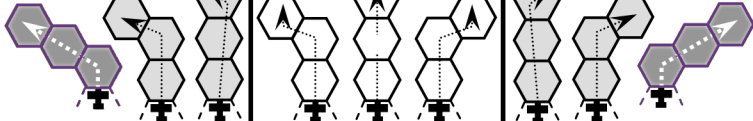
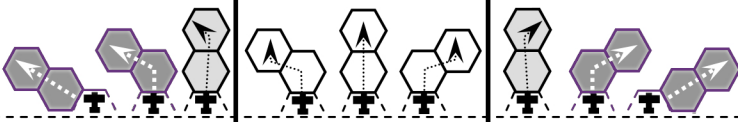
VERTICAL MANEUVERS		EXTREME TURN	TURN	FORWARD	NOTES
POWER CLIMB	+2 Alt ↑↑	-6, -5, (-4)	-5, -4, (-3)	-4, -3, (-2)	• May not Climb if prior turn was stall
CLIMB	+1 Alt ↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	
LEVEL FLIGHT		-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt ↓	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt ↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	
STEEP DIVE	-3 Alt ↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>

HORIZONTAL MANEUVERS		L4	L3	L2	L1	↶	↑	↷	R1	R2	R3	R4	
B HURRICANE I BF-109E 	SPEED												
	4												
	3												
	2												
	1												

SPECIAL MANEUVERS		SPEED CHANGE	MAX. INITIAL SPEED	NOTES
POWER IMMELMANN	+2 Alt ↶	-5 or -4		120° Left 180° 120° Right
IMMELMANN	+1 Alt ↶	-3 or -2		
SPLIT-S	-1 Alt ↶	-2, -1, (N)	4	
POWER SPLIT-S	-2 Alt ↶	-1, N, +1		
STEEP SPLIT-S	-3 Alt ↶	N, +1, +2		Check for <i>Special Dive Recovery</i> before next move.
STALL		-1	1	Check for <i>Out of Control</i> before next move.

○ = Not possible if at maximum speed.

VERTICAL MANEUVERS		EXTREME TURN	TURN	FORWARD	NOTES
CLIMB	+1 Alt ↑	-4, -3, (-2)	-3, -2, (-1)	-2, -1, (N)	• May not Climb if prior turn was stall
LEVEL FLIGHT		-3, -2, (-1)	-2, -1, (N)	-1, N, +1	
DIVE	-1 Alt ↓	-2, -1, (N)	-1, N, +1	N, +1, +2	• May add one (+1) hex forward at move end
POWER DIVE	-2 Alt ↓↓	-1, N, +1	N, +1, +2	N, +1, +2, +3	
STEEP DIVE	-3 Alt ↓↓↓	N*, +1, +2	N, +1, +2, +3	N, +1, +2, +3, +4	• Check <i>Special Dive Recovery</i> in next move *Automatic <i>Out-of-Control</i>

HORIZONTAL MANEUVERS		L4	L3	L2	L1	↖	↑	↗	R1	R2	R3	R4	
D JU-88 	SPEED												
	3												
	2												
	1												

SPECIAL MANEUVERS		SPEED CHANGE	MAX. INITIAL SPEED	NOTES
SPLIT-S	-1 Alt ↶	-2, -1, (N)	3	Special maneuvers cannot be executed while the aircraft is loaded.
POWER SPLIT-S	-2 Alt ↶	-1, N, +1		
STEEP SPLIT-S	-3 Alt ↶	N, +1, +2		
STALL		-1	1	Check for <i>Out of Control</i> before next move.

○ = Not possible if at maximum speed.